

# PRIMA<sup>®</sup> OFFICIAL GAME GUIDE

TIPS ☒  
HINTS ☒  
STRATEGIES ☒

PC

PS2

Wii

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## The Sims 2

### CASTAWAY



BASED ON A GAME  
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# CHAPTER 3: WEATHER



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## Chapter 1

# WELCOME TO THE JUNGLE

The Sims have been living happily and fruitfully in suburbia for years now, but what happens when you shipwreck one unlucky individual, or a full boatload, on a set of deserted islands? It's Sims to the extreme, where your social skills get tested and your survival skills mean the difference between life and death—not necessarily whether you earn the big raise or land your dream house.



Life in the jungle just isn't the same as struggling to find a parking spot at the supermarket.

That's not to say you can't dream. Despite the disadvantage of having sand constantly between your toes and being at least a week's swim away from the nearest fast-food restaurant, you can build an impressive empire out of coconuts and vines—and, yes, even a dream bungalow that almost rivals mansions back home. *The Sims* 2 *Castaway* calls forth every ounce of your time-management skills and creativity to figure out how everything works in an unusual and sometimes hostile environment.

When you stand upon the summit of Volcano Island and survey the islands you've explored and conquered, you truly feel as if you've achieved a level of satisfaction that suburban Sims just can't understand.



Your dream house can cap off your island empire.

## Time and Time Again



Balance your time-management tasks to ensure success for your Sims.

As with other Sims games, *The Sims* 2 *Castaway* relies on your time-

management skills to keep your Sims safe, happy, and prosperous. Ultimately, the more efficient you are at fulfilling needs, the more opportunities you have for advancement and success. And the better you are at solving basic needs, the more fun you can have with more advanced experiences.

Once you have gathered enough food to feed the tribe, you naturally want to explore new areas, track down a treasure map, or craft metal tools in the Ancient Temple. When you have a full tribe at work, it's even more important to balance your time correctly.

## Paradise Lost...and Found



Hanging out with friends can be just as much fun as questing for a way off the island.

Remember that your *The Sims* 2 *Castaway* adventure is whatever paradise you choose

to create. You may want to unlock as many secrets as possible—and this guide will give you all the tips and tricks to do so—or you may want to build a comfy campsite and socialize with your tribe. That's the beauty of a Sims game—it's entirely up to you how you want to play it.

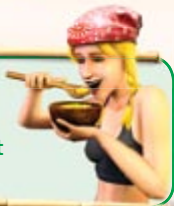
As long as you have a good time, there is no “wrong” way to play through the game. If storytelling is your thing, you can share your first contact with the native chimp tribe over bowls of home-cooked stew. Or you can scour mountains and jungles for the lost treasure that is hidden around the island. Just have a blast!

# The Sims 2 CASTAWAY



## Tip

Harvest clams on the starting beach from the clam rock in the surf. Clam meat is an excellent meal for the starting adventurer.



## Survival Tip 4: Sleep

The bed symbol monitors your energy. When it gets too low, you'll be exhausted and physically can't do anything other than crawl into bed and go to sleep. Fortunately, when a real bed's not around, you have a sleeping mat that you can unroll virtually anywhere. It gives you a relatively comfortable recuperation period.

## Survival Tip 5: Fire Saves

The book's final bit of advice teaches you how to build an emergency fire pit. Gather up five pieces of driftwood and dig a hole in the sand—that's all it takes. With a fire pit, you can warm yourself on a cold morning, cook up meals, and eventually dispose of messy trash.



Fire gives you comfort and a source of heat for cooking.

## Foraging and Cooking

To eat, you must first forage for food. You can eat fruits and nuts without a fire, but they give you only small bursts of stamina. Once you learn how to cook, you can create savory meals out of heartier meats, fish, and vegetables that will leave you salivating and your stomach content—at least for a few hours.

## Harvest



Your most basic skill gathers resources for food and building materials.

Harvesting will become your No. 1 task on the island. You'll need to harvest food, whether it be a coconut in a tree or a watermelon from a patch on the ground. You also want to harvest resources for building tools and amenities. Wherever you go on the islands, harvest as many local resources as possible.

## Put in Inventory



Anything you can select can go in your inventory, no matter how big or small.

Harvesting gathers one or more resources. But the "Put in Inventory" action takes something from the ground and places it directly in your inventory for future use. Use this to pick up objects like driftwood, lone fruits that have dropped off the trees, items you have placed on the ground and want to retrieve later, and so forth. It's a tidy way to collect more resources for the long haul and to clean up the area.

## Identify

What happens when you run across an object you've never seen before? You need to identify it. If the object is something edible, you can munch on it. If it's not edible, you'll cough up some toxic-looking green residue (don't

# The Sims 2 CASTAWAY



## Chapter 3

### YOUR SIMS

You can think of your Sims as your children or, if you decide to play a particular person, as an avatar for yourself. Either way, it's not long before you get attached to each and every one of them and will risk just about anything to keep them out of harm's way. It's best to have a complete understanding of what forces drive your Sim's behavior, what you can expect of a Sim on a given day, and how you can organize his or her life to be productive and memorable.



Ultimately, Sims act the way you want them to act.

### Basic Skills

Every Sim has personality traits and six key skills. The personality can range from sloppy to neat, shy to outgoing, lazy to active, serious to playful, and grouchy to nice. As you might expect, your Sim will tend to follow his or her personality, so don't expect a sloppy Sim's first thought to be to pick up around camp. Monitor the Sims in your tribe, so you can take control of, say, a lazy Sim and transform him into a "can do" go-getter.

A grouchy Sim might not be that approachable at first.



### Body

Your Body score tracks your endurance and strength.



Body gauges how well you can handle the physical challenges on the island, such as scaling trees and climbing rocks. A ranger, whose regular occupation out in the forests requires athletic ability, arrives on the island in excellent condition for physical tasks. As a ranger, your initial three points of Body score will keep you from constantly falling out of trees when you begin to harvest.



#### ProTip

**Not strong enough?** Climbing trees and clearing brush are great ways to keep in shape while you're away from the gym.  
— Ryan Vaughn

Performing physical tasks will strengthen your body. Early on, climb as many trees as you can to gather fruit, and clear resources with your pocket knife to build up your Body score. You can also perform yoga on your sleeping mat to build up your Body score.

Harvest tasks build up your Body score.

You will need a high Body score to gather resources effectively, and as you adventure farther into the more difficult terrain, your Body score will determine if you can even enter an area. As an explorer, you will have no choice but to reach a Body score of 10 to literally climb the highest heights.



# CHAPTER 3: YOUR SIMS



## Mechanical



A mechanic has the strongest Mechanical background.

Mechanical means you're comfortable around machinery and can put things together rather quickly. Since doctors rely on their hands for delicate surgical procedures and mechanics keep themselves busy all day with small parts and tools, both professions add to your beginning Mechanical skill (mechanics get three bonus points, and doctors get two). The Mechanical skill is the most important skill for building and crafting.



### ProTip

Building shelters is the best way to raise Mechanical skill. —Joe Maris

If you like fooling around with various plans and never go long without a tool in your hand, your Mechanical skill will rise. Building and crafting increases your Mechanical skill, and big projects like building a shelter will raise it dramatically.

Without a good Mechanical score, you won't craft too many quality tools.

A high Mechanical score grants access to the elite tools, fire pits, and shelters. Some leisure plans and special items require a strong Mechanical knowledge. Your Sim will need to develop a solid Mechanical score to get access to the crafting benches, make glass from fine sand, and build a raft.



## Jobs



If you have all four primary tribe jobs covered, you can rest a little easier.

Jobs are tasks assigned to Sims from the Home

Tiki to keep the work flowing evenly in the tribe. Ideally, you will have at least four Sims performing duties, which will make your job easier. You won't have to gather resources and food or cook if you get your Sims to do it all for you. Even if you don't have maximum capacity on your tribe, assign the task you least like to perform personally, and have another Sim execute it when they kick into free-will mode. No more plucking bananas if you don't want to.

## Collector

Collectors gather resources for building and crafting.



If you sign a Sim up as a collector, that Sim will walk around the area once a day and stockpile nonfood sources such as vines and wood. Don't make the mistake of thinking a collector will put food on the table—that's the gatherer's duty. Usually you want to let a collector stockpile for several days before you start a building or crafting project so that you have lots of materials from which to choose.

## Chapter 4

# ISLAND HOMEMAKING

Most of us know how to hook up a game system to the TV or, possibly, clean up the lawnmower. None of us knows how to build and maintain a home on a tropical island. Luckily, Sims are resourceful and adjust to major changes in lifestyle quite adeptly. Master the ins and outs of construction, crafting, and socializing to thrive and survive.



Build your new home around a safe, secure fire.

## Building

Take a hammer with you if you want to build a shelter.



When building a shelter, your hands are the only tools you really need. Primitive structures require only resources and some construction time. More elaborate structures, however, will require the hammer. Feel free to try out different types of shacks and huts as you progress to cabins and bungalows.

### CAUTION

Each area does have a fire code. There is a cap on the number of physical items that can be in a given area. After a moderate number of shelters, you will no longer be able to build.



## Shacks

Your very first structure will probably be a shack, unless you opt for the lean-to hut. The open shack is comfortable for a single Sim and has one side open for easy access. As long as you gather the driftwood, vines, palm fronds, and banana leaves, the lean-to goes up fairly quickly.

### Wood Resources

Type	Source
Driftwood	Driftwood (planks and sticks)
Softwood	Coconut Palm, Date Palm, Papaya, Okoume
Hardwood	Koa, Teak
Sandalwood	Sandalwood



### ProTip

Walls and roofs protect your Sims and their stuff from the weather.  
—Heather Mace

## Huts

The square hut holds two Sims who like getting cozy.



Huts offer the greatest selection. All require a 4 Mechanical skill and vines, banana leaves, and bamboo. Medium-range huts, such as the square hut and rectangular hut, have decent space for two Sims as long as they like to get cozy from time to time. The boxy hut, long hut, and diagonal hut eat up more real estate and spread out into multiple rooms.

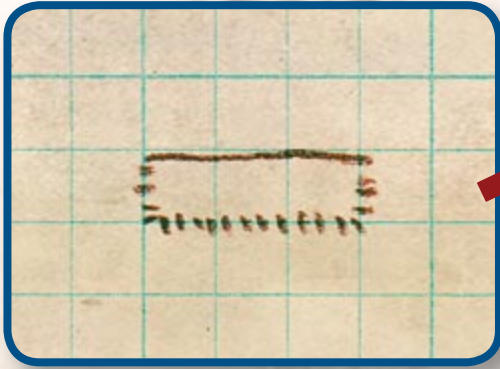


### ProTip

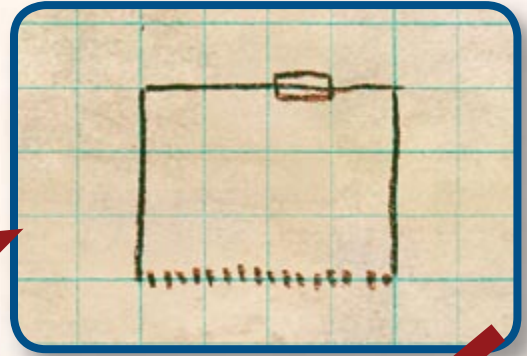
Roofs do more than just let you sleep in the rain. Clothes last longer if you keep them dry. —Eric Luther



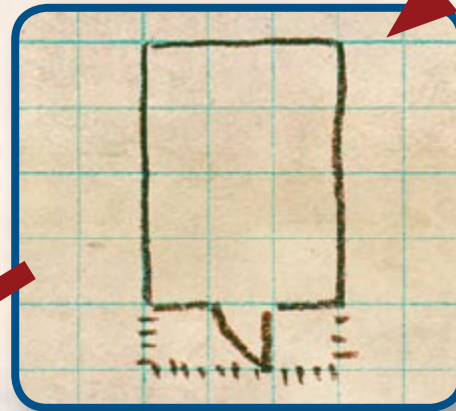
## Shack Blueprints



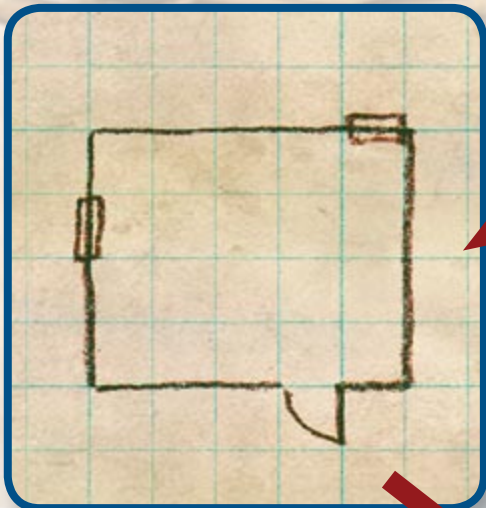
Barely Shack



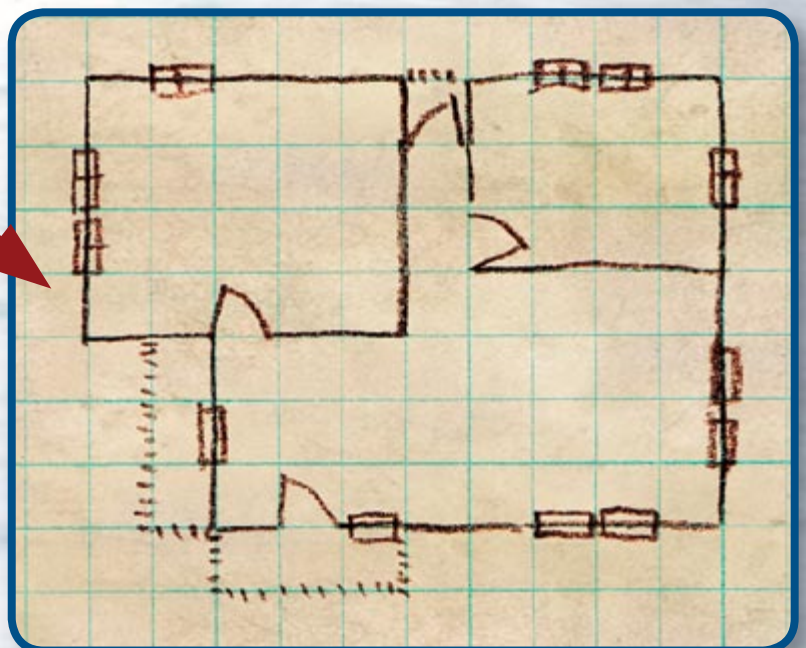
Open Shack



Closed Shack



Square Shack



Modest Shack



## Plans & Ideas continued

### PLUMBING

Item	Type	Resource 1	Number Required	Resource 2	Number Required	Resource 3	Number Required	Resource 4	Number Required	
Outhouse	Cabin	Bamboo	10	Softwood	10	Grass	10	Rope	10	
Outhouse	Bungalow	Sandalwood	20	Hardwood	5	Rattan	5	Grass	10	
Shower	Cabin	Bamboo	10	Rattan	10	Rope	10	—	—	
Shower	Bungalow	Sandalwood	10	Hardwood	5	Rattan	5	—	—	

### RUGS

Item	Type	Resource 1	Number Required	Resource 2	Number Required	Resource 3	Number Required	Resource 4	Number Required	
Shack Floor Rug	Shack	Vines	10	Grass	10	—	—	—	—	
Hut Floor Rug	Hut	Softwood	10	—	—	—	—	—	—	
Cabin Floor Rug	Cabin	Cotton	20	Blue Orchid	10	Indigo Leaves	10	—	—	

### SEATING

Item	Type	Resource 1	Number Required	Resource 2	Number Required	Resource 3	Number Required	Resource 4	Number Required	
Shack Dining Chair	Dining Chair	Driftwood Plank	5	Vines	5	—	—	—	—	
Hut Dining Chair	Dining Chair	Bamboo	5	Vines	3	—	—	—	—	
Cabin Dining Chair	Dining Chair	Hardwood	5	Softwood	10	Rattan	10	Rope	10	
Bungalow Dining Chair	Dining Chair	Sandalwood	10	Rattan	5	Cotton	10	—	—	
Shack Living Chair	Living Chair	Driftwood Plank	5	Vines	5	—	—	—	—	
Hut Living Chair	Living Chair	Driftwood Plank	5	Vines	3	Bamboo	5	—	—	
Cabin Living Chair	Living Chair	Hardwood	5	Softwood	10	Rope	10	Cotton	10	
Bungalow Living Chair	Living Chair	Sandalwood	20	Cotton	30	Blue Dye	5	Purple Dye	5	
Shack Loveseat	Loveseat	Driftwood Plank	5	Vines	10	—	—	—	—	
Hut Loveseat	Loveseat	Bamboo	8	Vines	5	Grass	4	—	—	
Cabin Loveseat	Loveseat	Hardwood	10	Softwood	20	Rope	20	Cotton	20	
Bungalow Loveseat	Loveseat	Sandalwood	30	Cotton	30	Blue Dye	5	Purple Dye	5	
Shack Sofa	Sofa	Driftwood Plank	10	Vines	15	—	—	—	—	
Hut Sofa	Sofa	Bamboo	10	Vines	5	Grass	4	—	—	
Cabin Sofa	Sofa	Hardwood	15	Softwood	30	Rope	30	Cotton	30	
Bungalow Sofa	Sofa	Sandalwood	40	Cotton	50	Purple Dye	5	Blue Dye	5	
Shack Stool	Stool	Driftwood Plank	5	Vines	5	—	—	—	—	

# CHAPTER 4: ISLAND HOMEMAKING



	Required 1	Level	Required 2	Level	Required 3	Level	Motive Satisfied 1	Value Increase	Motive Satisfied 2	Value Increase	Motive Satisfied 3	Value Increase	Skill Bonus	Points Increased
	Hammer	0	Mechanical	6	—	—	Bladder	10	—	—	—	—	Mechanical	100
	Chisel	1	Mechanical	8	Creativity	4	Bladder	10	—	—	—	—	Mechanical	120
	Hammer	0	Mechanical	6	—	—	Hygiene	5	—	—	—	—	Mechanical	90
	Chisel	1	Mechanical	8	Creativity	4	Hygiene	8	—	—	—	—	Mechanical	120

	Required 1	Level	Required 2	Level	Required 3	Level	Motive Satisfied 1	Value Increase	Motive Satisfied 2	Value Increase	Motive Satisfied 3	Value Increase	Skill Bonus	Points Increased
	Mechanical	1	—	—	—	—	—	—	—	—	—	—	Mechanical	20
	Mechanical	4	—	—	—	—	Room	2	—	—	—	—	Mechanical	40
	Mechanical	6	—	—	—	—	Room	7	—	—	—	—	Mechanical	60

	Required 1	Level	Required 2	Level	Required 3	Level	Motive Satisfied 1	Value Increase	Motive Satisfied 2	Value Increase	Motive Satisfied 3	Value Increase	Skill Bonus	Points Increased
	—	—	—	—	—	—	Comfort	1	—	—	—	—	Logic	30
	Logic	4	—	—	—	—	Comfort	3	—	—	—	—	Logic	50
	Hammer	0	Logic	6	—	—	Comfort	4	—	—	—	—	Logic	80
	Chisel	1	Logic	10	Creativity	6	Comfort	8	Room	7	—	—	Creativity	60
	—	—	—	—	—	—	Comfort	1	—	—	—	—	Logic	40
	Logic	4	—	—	—	—	Comfort	3	—	—	—	—	Logic	60
	Hammer	0	Logic	6	—	—	Comfort	4	—	—	—	—	Logic	80
	Chisel	1	Logic	10	Creativity	6	Comfort	8	Room	8	—	—	Creativity	60
	Mechanical	1	Logic	1	—	—	Comfort	2	—	—	—	—	Logic	60
	Logic	4	—	—	—	—	Comfort	4	—	—	—	—	Logic	80
	Hammer	0	Logic	6	—	—	Comfort	5	—	—	—	—	Logic	100
	Chisel	1	Logic	10	Mechanical	6	Comfort	9	Room	9	—	—	Creativity	60
	Mechanical	1	Logic	1	—	—	Comfort	3	—	—	—	—	Logic	120
	Logic	4	—	—	—	—	Comfort	5	—	—	—	—	Logic	100
	Hammer	0	Logic	6	—	—	Comfort	6	—	—	—	—	Logic	60
	Chisel	1	Logic	10	Creativity	6	Comfort	10	Room	10	—	—	Creativity	60
	—	—	—	—	—	—	Comfort	1	—	—	—	—	Logic	20

# CHAPTER 4: ISLAND HOMEMAKING



## SIM TO CHIMP

Social Name	Accept		Reject	
	Relationship	Social	Relationship	Social
Entice	5	5	0	0
Get Attention	8	4	1	2
Give Banana	10	10	0	2
Hug	6	10	-1	2
Juggle	6	8	1	2
Shoo	-1	2	-1	2

## Chimps



Chimps will visit your camp regularly.

When you first arrive on the islands, it's just you and you alone. You won't meet your first Sim until you find

the conch shell on West Beach and blow it to summon other Sims. For the first island, you have two choices to assuage your Social motive: a sand buddy or chimps. A sand buddy can work, though chimps allow for more interaction and extra rewards.

### TIP

Retrieve the conch shell from West Beach and use it to summon fellow Sims to your tribe.



First rule of thumb around chimps: Load up on bananas. Chimps will keep their distance until you entice them with a banana or two. Bananas function with chimps like a greeting with another Sim. Feed the chimp a banana, then prepare your other relationship actions. Whenever your Social motive drops low, find a chimp and give him a banana.

### ProTip

Chimps just want to be loved. And bananas. They want bananas too. Always keep a few on you for your primate friends.  
—Heather Mace



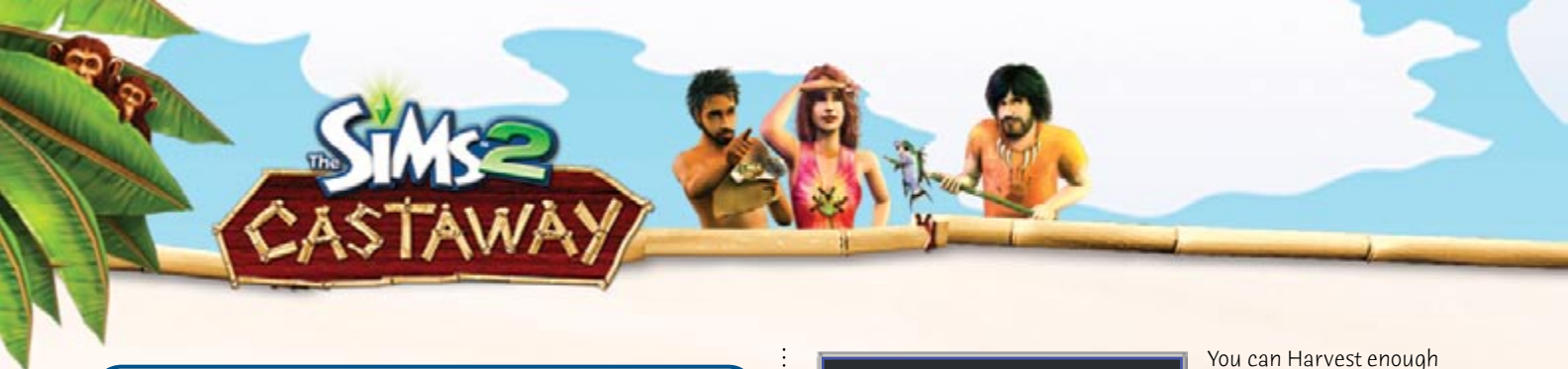
Chatting with a chimp can make for strange conversations.


As with Sims conversations, Chat engages a chimp and starts a dialogue. It may not build relationship points quickly, but it does set you up for other choices. Chat also can serve to divert a chimp from whatever it's doing and get it to pay attention to you.



Chimp hugs are warm and fuzzy—literally.

After you have a chimp eating a banana or chatting away, prepare to Hug or Entertain the chimp. Both build the relationship with 6 points; however, your fine juggling skills don't improve the Social motive as much as a simple Hug. Banana/Hug/Entertain is the most effective combo to build chimp friendships or steadily gain Social motive points.





**ProTip**  
**Volcanic islands are constantly evolving. Check for new land formations and portals after large earthquakes. — Ryan Vaughn**

Most resources will deplete as you Harvest from them. Vines will grow back and banana trees spawn new fruit, but it may take some time. Meanwhile, you'll need to travel to another area if you want more. Stone sources, hard to find at first, are a blessing once you know their area; they never deplete. No matter the project, you can gather enough stone from a single source.



You can Harvest enough stone from a single source; the trick is finding the stone in the first place.

As you continue your travels, hold on to the valuable resources you don't find everywhere. A resource like

chicken feathers can be hard to gather in great quantities; there are only so many chickens on the island and only in select locations. And a shark's tooth? You've got to catch one first. Only when you're sure you want to craft an item with a valuable component should you commit to it.

Working together, your Sims will have enough resources to build a city. It's all in how you use them. Building 12 extra beds might look funny stacked up next to the lagoon—and if that's one of your personal goals, by all means, have at it—just remember that time's ticking away and consuming those resources might come back to haunt you on a critical project.

## Harvestable Resources

SOURCE NAME	SOURCE TYPE	RESOURCE PRODUCED	EDIBLE?	TOOL #1 USED	TOOL #2 USED	TOOL #3 USED	TOOL #4 USED
Agave	Patch	Resource - Fabric - Sisal	Non Edible	Pocket Knife	Obsidian Knife	Machete	Beard Beard's Sword
Almond	Small Tree	Food - Nut - Almond	Non Poisonous	Hand			
Avocado	Small Tree - Wide	Food - Avocado	Non Poisonous	Hand			
Bamboo	Tall Stemmed Plant	Resource - Pole - Bamboo	Non Edible	Pocket Knife	Obsidian Knife	Machete	Beard Beard's Sword
Banana	Tall Stemmed Plant	Food - Banana	Non Poisonous	Hand			
Banana	Tall Stemmed Plant	Resource - Leaves - Banana	Non Edible	Pocket Knife	Obsidian Knife	Machete	Beard Beard's Sword
Barbados Cherry	Bush	Food - Cherry	Non Poisonous	Hand			
Beehive	Small Tree - Wide	Resource - Honey Comb	Non Edible	Special			
Bell Pepper	Bush	Food - Bell Pepper	Non Poisonous	Hand			
Blackberry	Bush	Food - Berry - Blackberry	Non Poisonous	Hand			
Blood Orange	Small Tree - Wide	Food - Bloodorange	Non Poisonous	Hand			
Brazil	Tall Tree - Wide	Food - Nut - Brazil	Non Poisonous	Hand			
Breadfruit	Small Tree - Wide	Food - Breadfruit	Non Poisonous	Hand			

# CHAPTER 5: SURVIVAL OF THE SPECIES



# The Sims 2 CASTAWAY



## Hunt a Boar



Carry the bamboo spear with you to hunt boars.

As you progress deeper into the second island, you will spy boar shuffling through

the underbrush. Don't be alarmed. If you don't want to be bothered, carry your torch, and boars will leave you alone. If you wish to hunt a boar, arm your Sim with the bamboo spear and walk right up to the boar. You'll need a good spear and/or high skills to triumph over your prey.

## Fish a Shark



Fishing in the ocean or Tidal Pools may catch you a shark.

Let's get this straight: Sharks are elusive. You can fish a long time

without landing one, so know that this goal will most likely take the longest to complete. Fish along the ocean beaches, or if you have trouble catching a shark on the second island, wait until you discover the Tidal Pools on Volcano Island and lure one in there.

## Moneywell's Big Book of Survival 2

Moneywell's second book concentrates on crops and reaching the third island. Growing homemade crops will be a huge convenience factor, because you can walk a few steps, rather than miles, to gather your key resources. Eventually, you must reach Volcano Island to accomplish all your high-end Sim objectives.

## Plant a Crop

You need cultivatable soil to design your own home garden. With a Cooking score of 4, grab a hoe and ash you've gathered from your burnt-out campfires, and you



Spread ash on the ground to make a cultivatable soil patch.

## Harvest a Crop

Feed your tribe with homegrown corn.

Plant your garden seeds and wait a few days (things grow fast on the Sim islands). Before long you have a nice crop growing. Harvest the crop to complete this goal.



## Harvest an Egg



A chicken coop holds your domestic chickens.

Harvesting an egg requires a domestic chicken. To hold domestic chickens, you need to build a chicken

coop (Mechanical 4, 10 softwood, 10 grass, 10 vines). Keep a few chickens around and—voila!—they lay eggs!

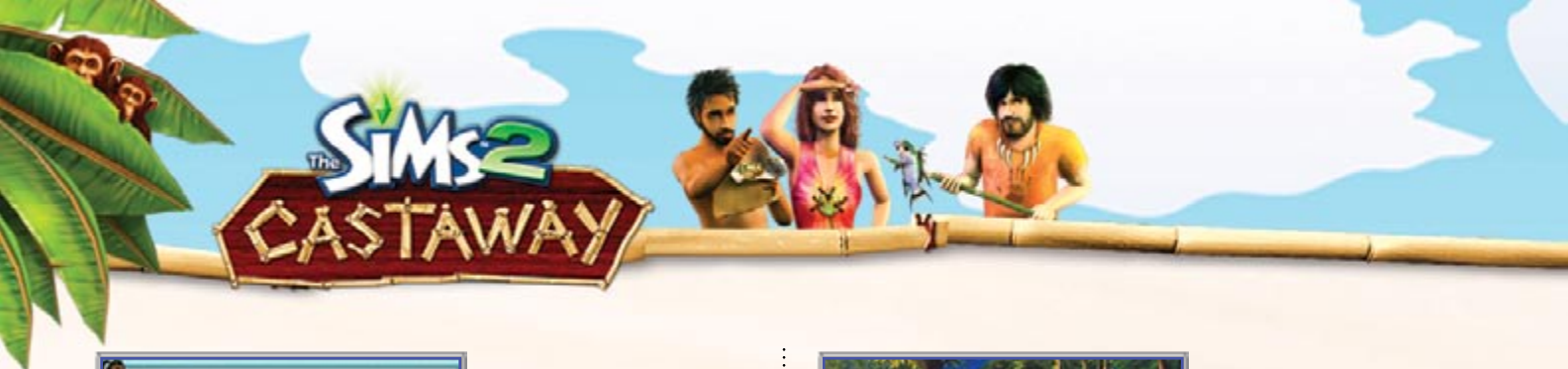
## Build a Canoe



The canoe takes you to Volcano Island.

To reach the final island, build the canoe on East Beach. With axe in hand and a Body score of at least 5, approach the

Ancient Pier with 50 softwood, 20 bamboo, and 10 ropes. Sit on the canoe to travel to Volcano Island.



Grab some sandalwood to build the ultimate shelter.



Enjoy a hot spring bath any time of day.

As you enter the area, you'll pass a tree with a beehive nestled in the upper branches. You can extract honeycomb if you know the trick. First, light a torch, then raise the torch toward the beehive to smoke the bees out. Once they vacate, you can Harvest a batch of honeycomb.



The bees defend their hive unless you smoke them out.

Follow the path around the curving hill that makes this area a big oval. In the area opposite the South Volcano Beach entrance, you'll see a steaming pool. Don't be shy. Take off your clothes and take a dip in the hot spring. It's a luxury spot that relaxes and invigorates your Sim (raises the scores on your Hygiene, Comfort, and Fun motives). Plus, the first time you enter, you gain a secret treasure map piece.

### TIP

Dip your toes into the hot spring for a hidden treasure map piece!



Before you leave, search the ledge for the eighth hieroglyphic tablet. With that stowed away, you can leave via the Geyser Plains portal toward the western section of the island.



There are resources at almost every step in the Volcano Jungle.

### TIP

Scour the jungle ledge for the eighth hieroglyphic tablet.



## Available Resources

- |               |                          |                 |
|---------------|--------------------------|-----------------|
| ◆ Avocado     | ◆ Koa                    | ◆ Purple Orchid |
| ◆ Bamboo      | ◆ Long Bean              | ◆ Red Orchid    |
| ◆ Banana      | ◆ Lychee                 | ◆ Rumberry      |
| ◆ Banana Leaf | ◆ Macadamia Nut          | ◆ Sandalwood    |
| ◆ Blue Orchid | ◆ Mango                  | ◆ Soap Plant    |
| ◆ Carrot      | ◆ Onion                  | ◆ Starfruit     |
| ◆ Cherry      | ◆ Papaya                 | ◆ Teak          |
| ◆ Cucumber    | ◆ Papaya Tree (softwood) | ◆ Tomato        |
| ◆ Garlic      | ◆ Peach                  | ◆ Vine          |
| ◆ Guarana     | ◆ Pink Orchid            | ◆ White Orchid  |
| ◆ Honeycomb   |                          |                 |



## Chapter 7

# DAY IN THE LIFE OF A BEACH BUM

Meet Adam Smith and Eve Thompson. Adam spends most of his time as a forest ranger in the Tippytop Mountains, and Eve works as an executive at MMI (Mega Marketing Incorporated). Neither knew the other until today. Eve's boss set them up on a blind date and loaned her yacht for a "nice cruise to enjoy food, company, and the stars."



Adam and Eve hours before the real fun starts.



Little did Adam and Eve know a storm had their names written all over it.

A crashing wave knocked Adam overboard, and he barely

managed to hold onto to some debris to save his life in the heaving sea. His screams to Eve went unanswered and the plunging waves drowned his voice in salt water. His ranger training gave him the endurance to keep on swimming, even when hope seemed lost.



An unforgiving storm tosses Adam overboard.



Somehow Adam washed ashore on an unknown beach, where our adventure truly begins...

## Day 1

Adam arrives on Shipwreck Island wet and tired.

The surf nudges Adam to shore, in soggy clothes and shoes, but alive. He has no idea how long he's been at sea, but he's relieved to have ground beneath his feet, even if it's a completely foreign ground. As a ranger, he has some physical skills, and it will take all of them to survive on this seemingly deserted island.



A quick motive check shows Adam at about half mast on his Hunger and Energy motives.



The cover art for 'The Sims 2 Castaway' features a vibrant tropical island scene. In the background, a volcano with smoke rising from it stands under a blue sky with white clouds. Large green banana leaves frame the top corners, with two monkeys peeking from the top left and a colorful parrot perched on a leaf on the top right. A small hut and a boat are visible on the sandy beach to the left. In the foreground, five Sims characters are depicted: a woman in a yellow top and grass skirt on the left, a man in white pants in the center-left, a woman in a pink top and skirt in the center-right, a woman in a red bandana and blue shorts on the right, and a man in an orange shirt and necklace on the far right. A fish is jumping near the woman in the red bandana. The title 'The Sims 2' is prominently displayed in the upper center, with 'The Sims' in white and blue and '2' in green. Below it, the word 'CASTAWAY' is written in large, stylized letters made of bamboo sticks on a dark red rectangular background.

# The Sims 2

## CASTAWAY

### PRIMA Official Game Guide

Mike Searle

Prima Games  
A Division of Random House, Inc.  
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Roseville, CA 95661  
1-800-733-3000  
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Product Manager: Todd Manning  
Design & Layout: Cathi Marsh  
Manufacturing: Suzanne Goodwin

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